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WEB BASE VIRTUAL REALITY FOR TOURISM IN KEDAH

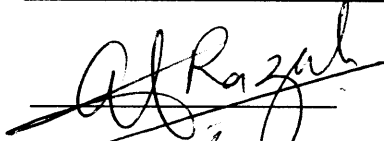
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ABSTRAK

Pada masa sekarang, pembangunan teknologi Realiti Maya (*Virtual Reality*) semakin berkembang disebabkan oleh kepentingan dan keperluan untuk menggunakan elemen 3-dimensi dan panorama 360°. Dalam usaha menyampaikan gambaran yang lebih jelas kepada pengguna dalam pelbagai bidang seperti pendidikan, ketenteraan, perubatan dan hiburan. Seiring dengan perkembangan ini, aplikasi Realiti Maya berasaskan Web bagi Pelancongan di Kedah dibangunkan sebagai satu alternatif kepada pelbagai sistem yang berasaskan Web. Pembangunan sistem dalam aplikasi ini menggunakan teknologi Realiti Maya yang menggunakan perisian MGI *Photovista Virtual Tour* dan XML (*Extensible Markup Language*). Kelebihan pandangan panorama di dalam aplikasi yang dibangunkan ini terletak pada kemampuannya untuk memaparkan kawasan tarikan pelancongan secara 360° menggunakan *hotspot* yang telah ditentukan dalam aplikasi ini. Di penghujung projek ini, aplikasi ini dipaparkan menggunakan tiga aplikasi paparan iaitu *QuickTime Virtual Reality (QTVR)*, MGI *ZOOM* dan *Java Viewer*. Kemampuan setiap aplikasi paparan kemudahan dibandingkan antara satu sama lain. aplikasi Realiti Maya berasaskan Web bagi Pelancongan di Kedah yang dibangunkan ini hanya memperlihatkan keadaan fizikal dan kemudahan yang boleh didapati di Kedah untuk membantu pelancong.

ABSTRACT

At present the development of Virtual Reality (VR) technology is expanding due to the importance and needs to use the 3D elements and 360° degrees panorama. In expressing a clearer picture to consumers in various fields such as education, military, medicine, entertainment and so on. In live with the development the Web Base Virtual Reality for Tourism in Kedah was developed as an alternative to the present widely web based systems. The web base system development in Web Base Virtual Reality for Tourism in Kedah adopted the VR technology which makes use the MGI Photovista Virtual Tour and extensible Markup Language (XML). The advantage of panoramic vies in this Web Base Virtual Reality for Tourism in Kedah is that, view the location through 360° using specified hotspots and detail. At the end of the project Web Base Virtual Reality for Tourism in Kedah is viewed using 3 different viewers namely as QuickTime Virtual Reality (QTVR), MGI ZOOM and Java Viewer. The capabilities of the viewers were then compared. The web base provides only a representation of the physical appearance and facilities available in the Kedah for assistance tourists.

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CHAPTER 1

INTRODUCTION

This project is initiated and the fulfillment of course Project (TZ6996) as one of the graduation requirements for MSc-Information Technology in University Utara Malaysia. The purpose of this project is to generate a model of a Web-base database for tourist. The Kudos Approach to Web Solution is use, for the panoramic view design the Sano Darrell Designing Large-Scale Web Site A Visual Design Methodology is chosen. A prototype Web-base name Web Base Virtual Reality for Tourism in Kedah. The model is defined to promote places of interest in Kedah Darul Aman.

This chapter gives an overview of tourism in Kedah's requirements, brief explanation about Database, Model, Web database application and Panoramic view application and Further discusses the problem statement, objectives, project scope, hardware and software requirements of the project.

The contents of
the thesis is for
internal user
only

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